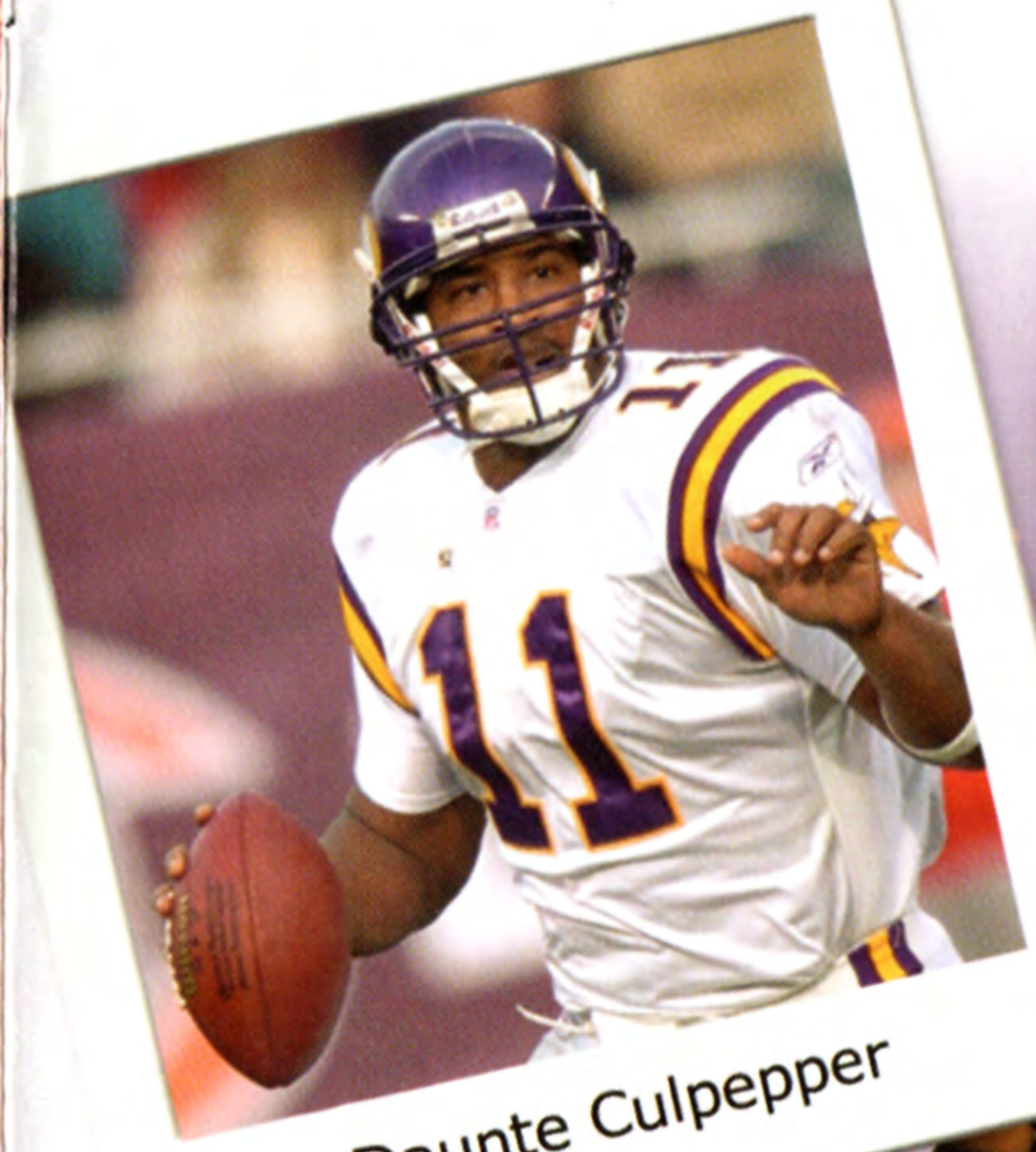
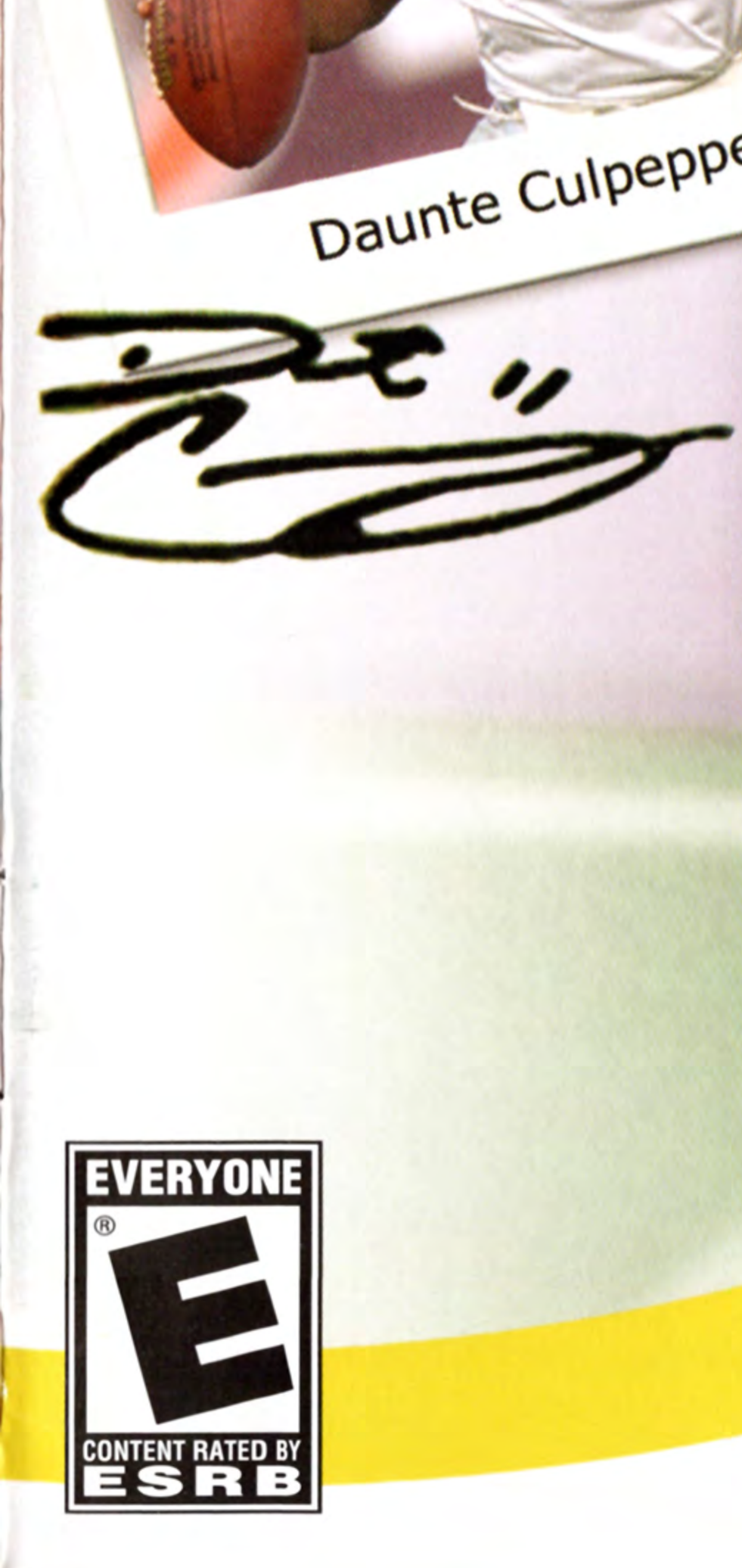
Backyard FOOTBALL 2006

PLAYERS INC



Daunte Culpepper



Play with NFL Pros as Kids!®

EVERYONE

CONTENT RATED BY ESRB

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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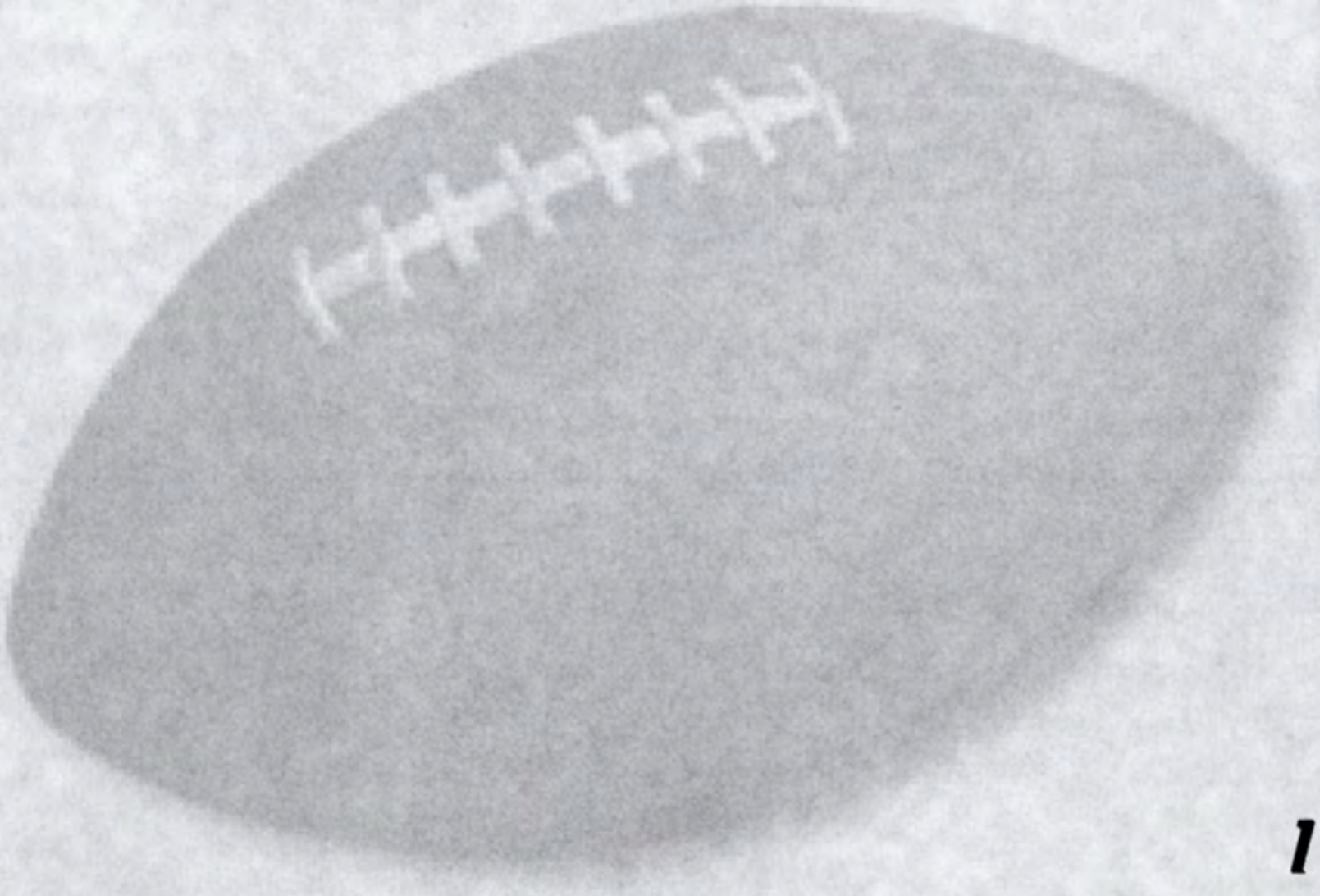
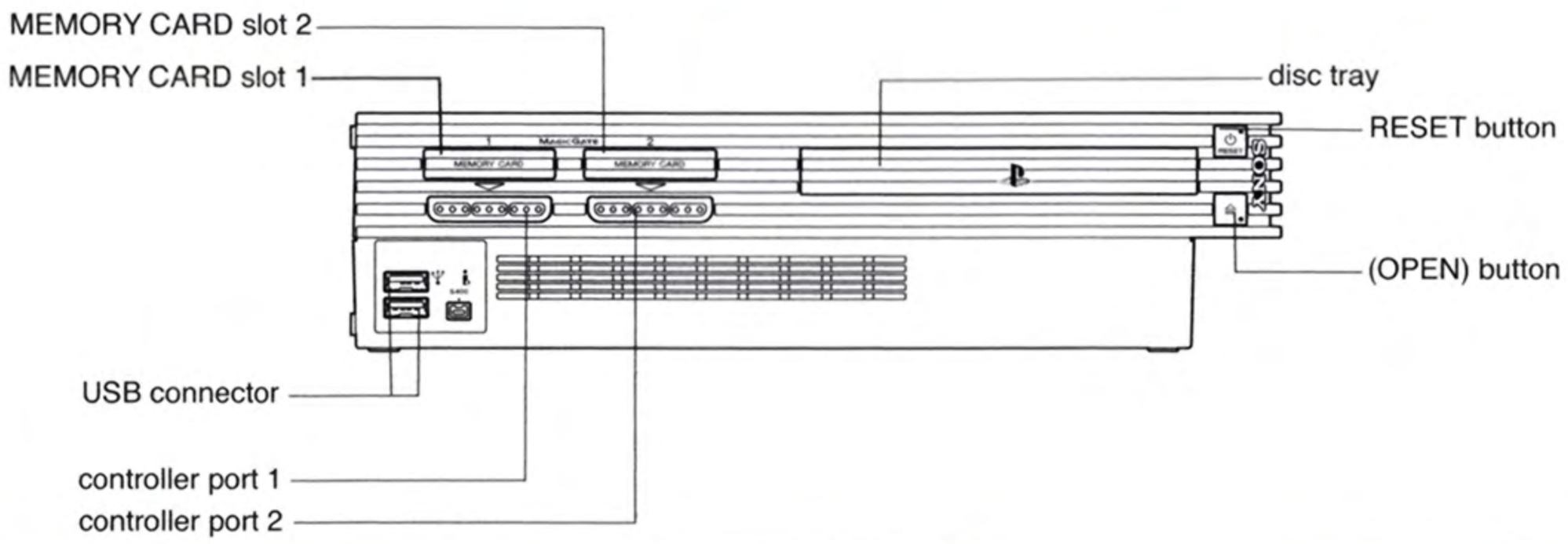


GETTING STARTED



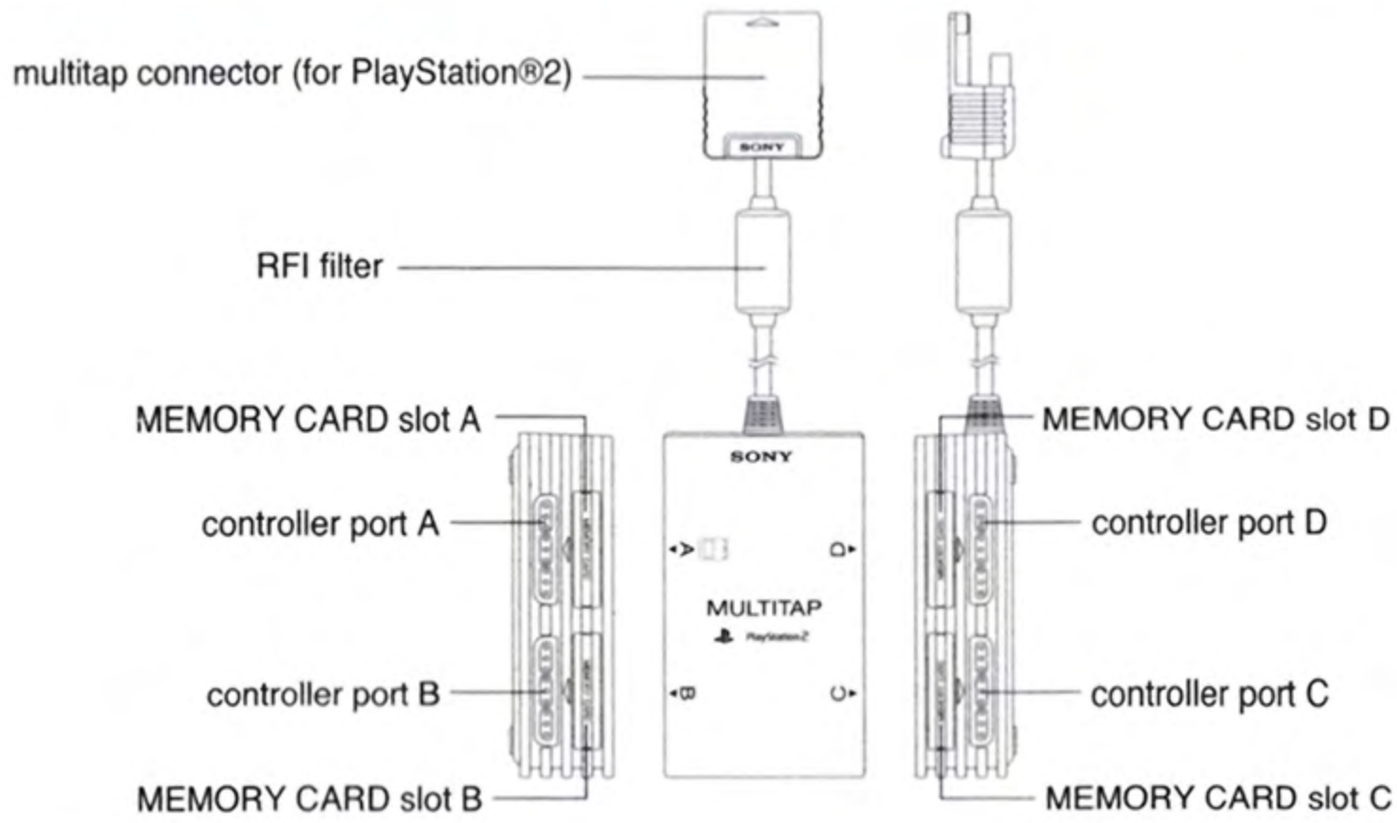
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *Backyard Football 2006* disc on the disc tray with the label side facing up. Press the open button again and the tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Note: The game supports DUALSHOCK®2 analog controllers. Digital controllers are not supported.

For Dolby® Pro Logic® II Decoding:

This game is presented in Dolby Pro Logic II. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may also need to select "Dolby Pro Logic II" from the audio options menu of the game.

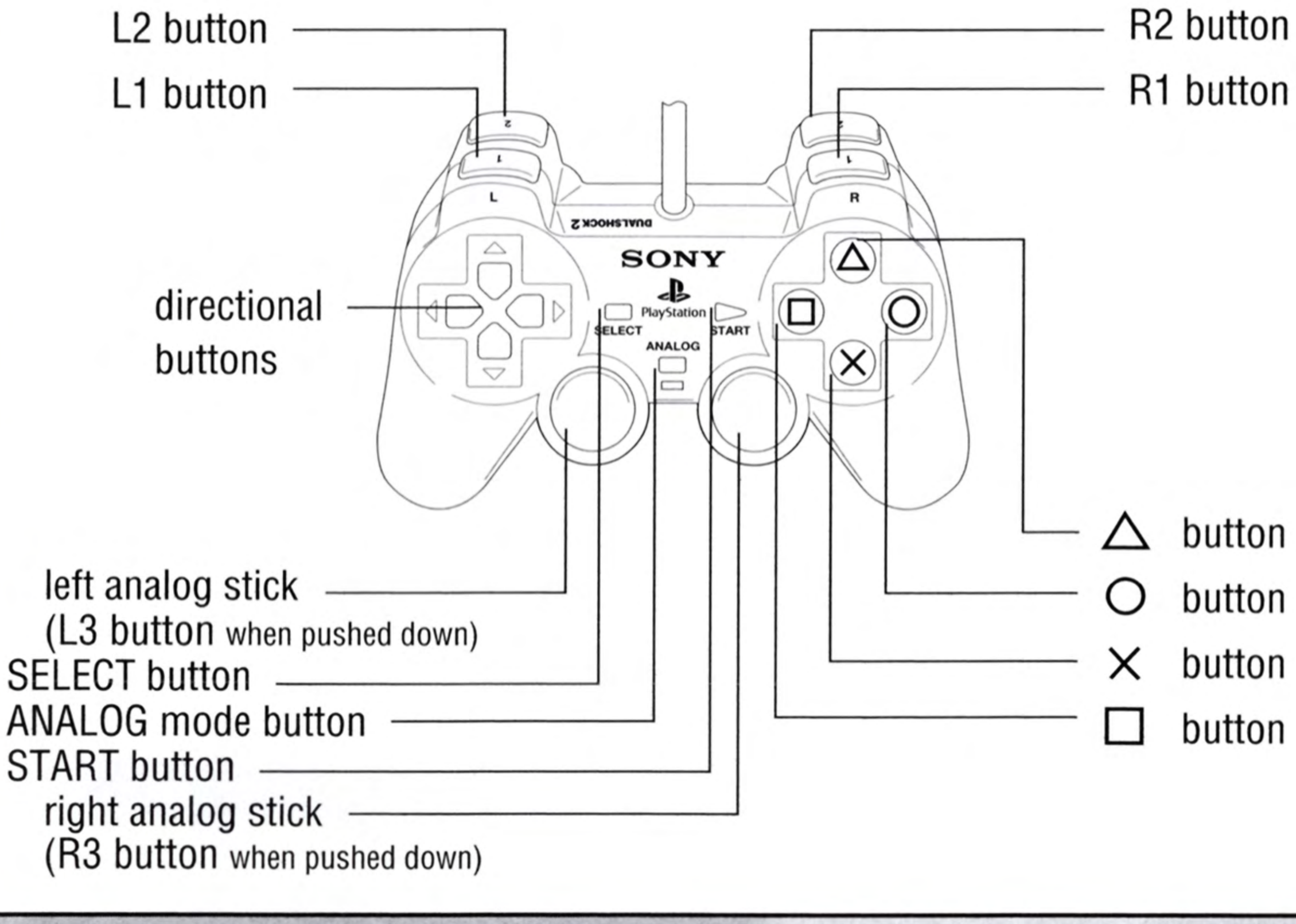
Multitap



If three or more people are competing in *Backyard Football 2006*, you must have a multitap (for PlayStation®2) connected to the PlayStation®2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation®2 game console.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
Left analog stick or directional buttons	Highlight menu item
⊗ button	Select
△ button	Previous menu/Exit
⊗ button or START button	Save changes (Options Menu)
⊗ button or START button	Skip movie

General Gameplay Controls

CONTROL	ACTION
START button	Pause game
Left analog stick or directional buttons	Move active player

Play Selection Controls

CONTROL	ACTION
Left analog stick or directional buttons	Cycle through play pages
⊗ ☐ △ ○	Select Play
R1 button	Flip play
L1 button	Chuck's Pick, highlights Chuck Downfield's recommended play.

Offense – Pre-Hike Controls

CONTROL	ACTION
⊗ button	Snap ball
L1 button (Hold)	Toggle Routes

Offense – QB Controls

CONTROL	ACTION
☐ button	Pass to Receiver Square. Tap button to throw lob pass. Press and hold to throw a fast bullet.
○ button	Pass to Receiver Circle. Tap button to throw lob pass. Press and hold to throw a fast bullet.
⊗ button	Pass to Receiver X. Tap button to throw lob pass. Press and hold to throw a fast bullet.
L1 button	Power Move Initiate
R2 button	Toggle between Run and Pass

Offense – Ball Carrier Controls

CONTROL	ACTION
△ button	Dive
⊗ button	Stiff Arm (Closest Tackler)
R1 button (Hold)	Sprint
Right analog stick, left or right	Juke
○ button	Jump
□ button	Spin
L1 button	Initiate Power Move
R2 button	Toggle between Run and Pass (Behind line of scrimmage)

Offense – Ball in Air Controls

CONTROL	ACTION
○ button	Jump for pass
△ button	Dive for pass
⊗ button	Control Receiver

Defense – Pre-Hike Controls

CONTROL	ACTION
⊗ button, ○ button	Cycle through defenders
L1 button (Hold)	Toggle Routes

Defense – Gameplay Controls

CONTROL	ACTION
○ button	Jump
✕ button	Control closest player
△ button	Diving tackle
R1 button (Hold)	Sprint
□ button	Spin
L1 button (Hold)	Initiate Power Move

Kick – Field Goal and Punt Controls

CONTROL	ACTION
Left analog stick or directional buttons	Adjust kick direction
✕ button	Start/Stop kick meter

Kick Return Controls

CONTROL	ACTION
✕ button	Control receiver

Offense – Power Move Controls

CONTROL	ACTION
L1 button + △ button	Flying Dive or Monster Time
L1 button + ○ button	Sky High or Power Jump
L1 button + □ button	Chi Blast or Vapors (RB)
L1 button + ✕ button	Invincibility or Oh So Pretty or Cooties (RB)
L1 button + □ button or ✕ button or ○ button	Rocket Launcher (QB)

Defense – Power Move Controls

CONTROL	ACTION
L1 button + △ button	Flying Dive or Monster Time
L1 button + ○ button	Sky High
L1 button + □ button	Chi Blast or Vapors
L1 button + ✕ button	Invincibility or Oh So Pretty or Cooties

SAVING AND LOADING

Your Season Play progress is saved automatically following the completion of each *Backyard Football* season game. Simply sign in as the same team within your profile to resume a season in progress. Note: Pick-up games and Quick games are not saved.

Each saved profile takes up 255KB on your memory card (8MB) (for PlayStation®2). This allows for up to 5 different Season saves within the one profile.

The Global Options file, which contains game settings and custom players takes up an additional 110KB on the memory card. Only one Global Options file is saved per memory card.

Note: The game supports a memory card in MEMORY CARD slot 1. MEMORY CARD slot 2 is not supported.

WELCOME TO BACKYARD FOOTBALL™

Do you have what it takes to create a winning football team? Here's your chance to find out! Build the championship team of your dreams and play with the pros in your own backyard. Create the lineup, take the field and control all of the action. The Backyard Football game includes kid versions of long-passing, tough-tackling, fast-running National Football League™ players including Daunte Culpepper, Peyton Manning, Ahman Green, and Tom Brady.

TREEHOUSE MENU

The Treehouse Menu is the starting point for all of the Backyard Football League (BFL) action. You can choose from the following options:

QUICK GAME (1 Player) – Jump right into a single afternoon pick-up game where the field and game rules, teams, players and venues are picked for you.

PICK-UP GAME (1-4 Players) – Play a single afternoon pick-up game where you get to pick the teams, players, venues and field and game rules (see page 11 for details).

SEASON PLAY (1 Player) – Coach a team through a 14-game season for a chance to make it to the playoffs and the ultimate Cereal Bowl Championship game (see page 15 for details).

THE GOODS – Check out all of the BFL championship trophies and All-Time High Scores a list of coaches who won them. You can also Meet the Players and check out all of your unlockable Goodies (see page 26).

OPTIONS – Adjust game rules, field rules, and sound settings (see below).

PROFILES – Add, delete or load a profile.

OPTIONS

The options settings accessed from the Treehouse are saved to your profile. These settings are the default settings for all play modes, but can be adjusted again in a Pick Up Game or when setting up a new Season.

Use the left analog stick or left and right directional buttons to toggle through the choices. Press the △ button to exit back to the Treehouse Menu; you will be prompted to save your settings.

GAME RULES SCREEN

You can adjust the following settings.

Difficulty: Choose between Easy, Normal and Hard difficulty levels.

Power Moves: Turn the Power Moves ON/OFF.

Helmets: Play with player Helmets ON/OFF.

Tutorial: Turn ON/OFF the in-game Tutorial help text. When on, pop up text boxes will appear offering gameplay hints and tips.

Player Assist: Turn OFF or to 1 Button Play. When 1 Button Play is selected, use the ⊗ button to begin the play on either offense or defense. To pass press the ⊗ button and the AI (artificial intelligence) will pick the most open receiver. The AI will also run the entire play for you if you do nothing.

Recommended Play: Choose to have the Recommended Play feature set to TOGGLE or ALWAYS SHOW. For TOGGLE in the playbook press L1 to highlight Chuck's Pick. Press the corresponding button to select that play. When ON, Chuck Downfield will recommend the best play for the current game situation and it will be highlighted in the playbook.

FIELD RULES SCREEN

You can adjust the following settings;

First Downs: Toggle between NONE, 2-COMPLETIONS, and 10 YARDS. When on NONE there are no first downs, you have four plays to score or your opponent gets the ball at the last line of scrimmage. For 2-COMPLETIONS you must complete 2 passes over the line of scrimmage for a first down. When on 10-YARDS you get four plays to make 10 yards.

Win Condition: Toggle between POINTS to play a game to a set amount of points, or TIME to play a game to a set time per quarter.

Set Time OR Set Points: If the WIN CONDITION is set to Time, set the quarter length. For POINTS, choose how many points you want to play for.

Weather: Select from the available weather conditions for the selected field. If in season mode you can choose to play in RANDOM weather conditions or ALWAYS SUNNY conditions.

Home Rules: This setting applies to the defaults for Season Mode only. Choose to play by your Field Rules for HOME GAMES ONLY or ALL GAMES.

SOUND & DISPLAY SCREEN

You can adjust the following settings.

Menu Music: Adjust the menu music volume level.

Sound FX: Adjust menu sound effects volume.

Commentary: Before and during and after games, Sunny Day and Chuck Downfield will supply color commentary and play-by-play analysis. Adjust commentary volume here.

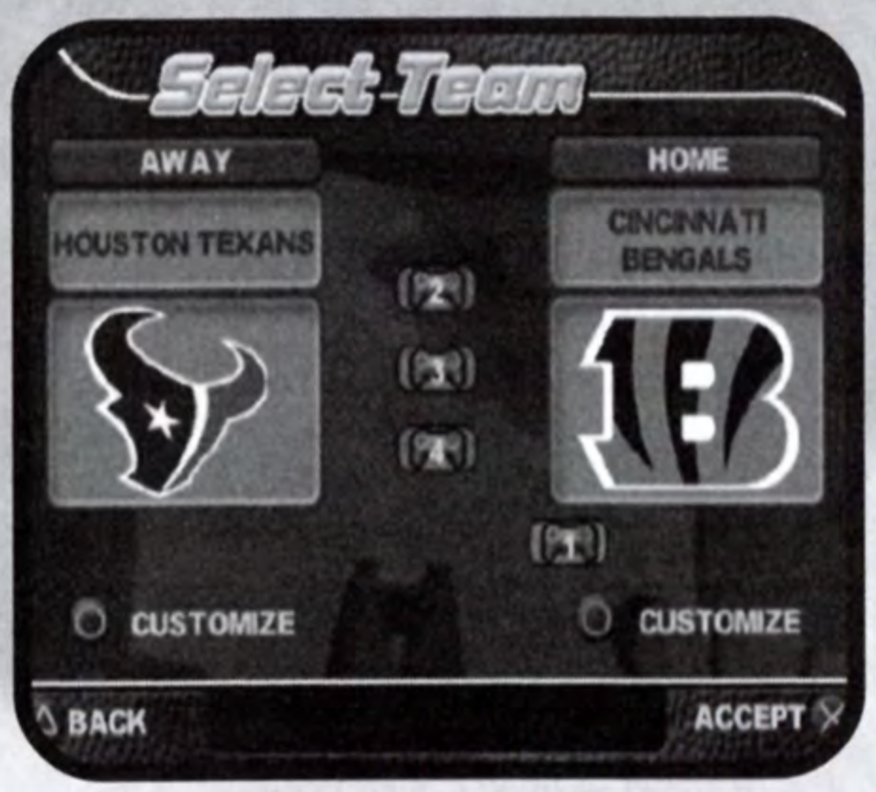
Kid Chatter: Adjust player chatter volume.

Background Sound: Adjust crowd and field sounds volume.

Vibration: Turn DUALSHOCK®2 analog controller vibration ON/OFF. ON is the default setting.

Surround: Toggle between mono, stereo, and surround. The surround feature utilizes Dolby Pro Logic II.

PICK-UP GAME (1-4 PLAYERS)



A pick-up game is a single game between two teams. The results of a pick-up game are not saved — they will not affect your Season Play career statistics.

SELECT TEAMS SCREEN

Controller Select: 1 Player

For 1-player gameplay against the CPU, move the Player 1 DUALSHOCK®2 analog controller icon underneath the Home team slot or the Away team slot. Leave the Player 2-4 icons centered.

Controller Select: Multi-Player

For multi-player gameplay, move any or all of the DUALSHOCK®2 analog controller icons underneath the Home team slot or the Away team slot.

Use the left analog stick or up and down directional buttons to pick teams. You are free to choose from all 32 National Football League teams and 19 Backyard teams.

Customize Team
Press the ◎ button to customize any of the Backyard teams.

Primary Color
Toggle through the colors to set your team's Primary uniform color.

Secondary Color
Toggle through the colors to set your team's Secondary uniform color.

When ready, press the ⊗ button to accept a team.

SELECT FIELD SCREEN

Choose from seven different football fields plus one unlockable bonus field, including McMillan and Sons Junkyard, Big Wood Park, Swirling Meadow, Bourne Free Kilt Co., Chicken Rock, and more. Use the left analog stick or left and right directional buttons to cycle through the fields and press the ⊗ button to view each field's details. In the field detail pop up screen you can change the weather effect (if available on the field) and change the size of the field from Regulation to Short.

Once you find that perfect field, press the ⊗ button to continue.

FIELD RULES SCREEN

Adjust the field rules for your Pick Up game (see page 10 for details). Some rules are grayed out as they apply to the Season Mode path only.

Press the ⊗ button to accept your rules settings and continue.

GAME RULES SCREEN

Adjust the game rules for your Pick Up game (see pages 9-10 for details).

Press the ⊗ button to accept your rules settings and continue.

PICK PLAYERS SCREEN

Just like in a real neighborhood game, the team that gets to pick first is chosen at random.

Pick Players

Teams alternate picking players, until both teams have chosen 7 kids. Select from 10 National Football League players as kids, as well as 21 Backyard regulars or create your own "custom" players. There are 4 bonus NFL players and 3 Backyard kids that can be unlocked by achieving certain tasks. Check the Unlockables screen to find out how to make these bonus players available in this screen (see page 26 for details).

To scroll between players, use the left analog stick or the directional buttons. Use the L1 button or the R1 button to change sort options such as "Alphabetical," "Rushing" and "Passing."

Press the ⓧ button to pick a kid for your team. As kids are chosen, they're grayed out and they appear with an H (Home team) or A (Away team) in their box. The Home team's roster is shown vertically on the right side of the screen as the players are chosen. The Away team is on the left.

Player Statistics

Each kid has certain strengths and weaknesses in the following skill categories:

Rushing: Rushing measures a player's speed and acceleration.

Passing: The Passing stat indicates the player's pass accuracy and strength.

Catching: Catching measures the player's ability to catch a ball taking into consideration their hand-eye coordination.

Blocking: The Blocking stat indicates the player's strength and balance.

Defense: Defense measures a player's ability to size up the opponent and defend them appropriately.

Tackling: The Tackling stat indicates the player's aggression when tackling an opponent.

Kicking: Kicking takes into consideration the player's kicking strength and accuracy.

Press the ⊗ button to pick a player, or press the △ button to go back to the previous menu.

Custom Players

To begin, select the blank player icon and press the ⊗ button. Create a name for your player, and then customize the physical attributes, accessories and skills. Use the left analog stick or directional buttons to distribute the available skill points across the skill categories and press the ⊗ button to finalize your new player. Note: There is a maximum of 13 Custom Players across all profiles.

Once each team has chosen seven players, the game will begin. Note: Press the START button at any time if you want to skip the rest of setup and Quick Start the game. The rest of your players will be picked for you automatically (or for both teams in two-player mode).

PRE-GAME COMMENTARY

Before the game begins, commentators Sunny Day and Chuck Downfield will introduce themselves and set up the gameplay. While you view a flyby of the field and the Match Up. The Match Up will show you the competing teams and the kids on each team. It will also show who is having a good, bad or even day. If you want to get right into the action, you can press the START button or the ⊗ button to skip the commentary. Get ready to play football, and good luck!

SEASON PLAY (1 PLAYER)

Coach a team through a 14-game season for a chance to make it to the playoffs and the ultimate Cereal Bowl Championship game.

SELECT TEAMS SCREEN

Pick a Team

Use the left analog stick or left and right directional buttons to pick a Season team. You are free to choose from all 32 National Football League teams and 19 Backyard teams.

Custom Team

Press the ◯ button to customize any of the Backyard teams.

Primary Color

Toggle through the colors to set your team's Primary uniform color.

Secondary Color

Toggle through the colors to set your team's Secondary uniform color.

When ready, press the ⓧ button to accept a team.

SELECT FIELD SCREEN

Choose your home field from seven different football fields plus one unlockable bonus field, including, McMillan and Sons Junkyard, Big Wood Park, Swirling Meadow, Bourne Free Kilt Co., Chicken Rock, and more. Use the left analog stick or left and right directional buttons to cycle through the fields and press the ⓧ button to view each field's details. In the field detail pop up screen you can change the size of the field from Regulation to Short.

Once you find that perfect field and setup, press the ⓧ button to continue.

FIELD RULES SCREEN

Adjust the field rules for your Season (see page 10 for details).
Press the ⊗ button to accept your rules settings and continue.

GAME RULES SCREEN

Adjust the game rules for your Season (see page 9 for details).
Press the ⊗ button to accept your rules settings and continue.

PICK PLAYERS SCREEN

To round out your team of 7, select from 10 National Football League players as kids, as well as 21 Backyard regulars or create your own "custom" players. There are 4 bonus NFL players and 3 Backyard kids that can be unlocked by achieving certain tasks. Check the Unlockables screen to find out how to make these bonus players available in this screen (see page 26 for details).

To scroll between players, use the left analog stick or the directional buttons. Use the L1 button or the R1 button to change sort options such as "Alphabetical," "Rushing" and "Passing."

Press the ⊗ button to pick a kid for your team. As your players are chosen, they're grayed out. Your Season team's roster is shown vertically on the right side of the screen as the players are chosen.

Player Statistics

Each kid has certain strengths and weaknesses in the following skill categories:

Rushing: Rushing measures a player's speed and acceleration.

Passing: The Passing stat indicates the player's pass accuracy and strength.

Catching: Catching measures the player's ability to catch a ball taking into consideration their hand-eye coordination.

Blocking: The Blocking stat indicates the player's strength and balance.

Defense: Defense measures a player's ability to size up the opponent and defend them appropriately.

Tackling: The Tackling stat indicates the player's aggression when tackling an opponent.

Kicking: Kicking takes into consideration the player's kicking strength and accuracy.

Press the Ⓧ button to pick a player, or press the Ⓐ button to go back to the previous menu.

Custom Players

To begin, select the blank player icon and press the Ⓧ button. Create a name for your player, and then customize the physical attributes, accessories and skills. Use the left analog stick or directional buttons to distribute the available skill points across the skill categories and press the Ⓧ button to finalize your new player. Note: There is a maximum of 13 Custom Players across all profiles.

Note: Press the START button at any time if you want your players to be picked for you automatically.

SEASON HUB SCREEN

From the Treehouse, when you select Season Mode, the game will automatically load the last-played Season team from your profile.

Play: Play next scheduled Season game.

Schedule: View the season schedule and track the win/loss results of each game. During the playoffs, you can view all of the match-ups and results in this screen as well.

Standings: View each team's Win/Loss record and Divisional standings.

Statistics: View your player and team statistics as well as track your players' achieved Milestones.

Strategy: Set your team's offensive, defensive and special teams player positions.

Playbook and Customize Playbook: View all of the plays in your team's playbook. From here you can also switch out old plays for new plays.

Edit Teams: Create or Load a new Season Team or Delete an old Season team.

Options: View and edit your Game Rules, Field Rules and Sound & Display settings for your Season.

BACK: Exit the current season and return to the Treehouse Menu.

STATISTICS

PLAYER STATS: These are tracked for each player.

Rushing
- Rushing yards (YDS)
- Rushing carries (CAR)
- Rushing touchdowns (TD)
- Average rushing yards (AVG)

Passing
- Passing yards (YDS)
- Total yards (TOT)
- Passing touchdowns (TD)
- Completed passes (COMP)
- Passing percentage (%)

Receiving
- Receptions (REC)
- Reception yardage (YRDS)
- Yards per catch (YPC)
- Touch down receptions (TD)

Kicking
- Field goals (FG)
- Longest Field goal (LFG)
- Extra points (XP)
- Punts (PNT)
- Longest Punt (LPNT)

Returning
- Returns (RET)
- Return touchdowns (TD)
- Return yardage (YDS)
- Yards per return (YPR)
- Longest return (LG)

Defense
- Tackles (TCKL)
- Sacks (SCK)
- Interceptions (INT)
- Fumble Recovery's (FM)
- Defensive points scored (DPS)

TEAM STATS: These are tracked for each team.

Rushing
- Rushing yards (RYDS)
- Rushing touchdowns (RUSH)
- Total yards (TOT)

Passing
- Passing yards (PYDS)
- Passing touch downs (PTD)
- Passing percentage (PAS%)

Kicking
- Field goals (FG)
- Extra points (XP)
- Punts (PUNT)

Defense
- Tackles (TCKL)
- Sacks (SCK)
- Interceptions (INT)
- Fumble Recoveries (FM)
- Defensive points scored (DPS)

PRE-GAME COMMENTARY

Before the game begins, commentators Sunny Day and Chuck Downfield will introduce themselves and setup the gameplay. If you want to get right into the action, you can press the START button or the Ⓧ button to skip the commentary. Get ready to play football, and good luck!

GOOD DAY, BAD DAY

As with any real-life kid, the kids in the Backyard can be having a Good Day or a Bad Day on any given game. At the Pre-Game Matchup screen you can see which kids are having a good day (Sun+), a bad day (Thundercloud-), or a neutral day (white cloud). These elements will affect the kid's stats. Good days will make one or more of the kid's stats increase, a bad day will make them decrease. Neutral day means no change to that kid's stats.

Sometimes the good/bad day assignment is random, but there are also relationship reasons why an individual kid would be having a good day versus a bad day. For example Angela and Tony Delvecchio play better when they play against each other because of their natural sense of sibling rivalry. On the other hand, if they are on the same team, they play worse because each is annoyed by the other sibling. The Webber twins always play better when they are paired up on the same team. Must be the twin psychic connection.

KICK OFF!

Backyard Football 2006 is an easy game to play, but a difficult game to master. Use the following section to learn more about offense, defense, running, passing, tackling, kicking and our new power move feature!

THE HUD

HUD is short for Heads Up Display. You will find all of the pertinent game info contained within the HUD.

THE PLAYBOOK

At the beginning of each play your playbook will slide on screen. You have 4 pages with 4 plays on each page. Plus a Kicking page if you are playing on a regulation field. Use the left analog stick to cycle through the different pages and view your plays.

Each play shows icons of your players and their play routes for that specific play. Each play icon contains the following information:

R: This indicates that the play is a Run play.

P: This indicates that the play is a Pass play

K: This indicates that the play is a Kicking play.

Yellow Circle: Indicates a player in a zone defense.

Red line:

Defense – Your defenders will rush the Quarterback.
Offense – This is your Quarterback's route.

Blue line: This is the Running Back's route.

Yellow line: These are your Wide Receivers' routes.

White line: These are your Blockers' routes.

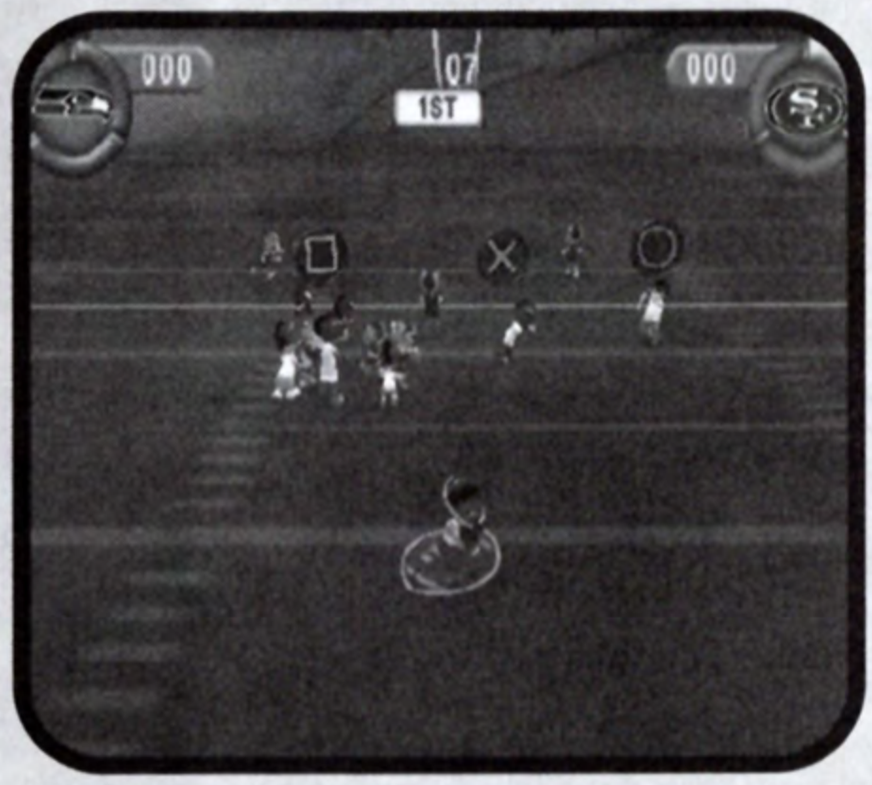
GAME ICONS

Active Player

A colored football below your player will show you who you control.

Kick Meter

On kicking plays a the Kick Meter will appear off to the side. First adjust the direction of the kick by moving the Left Analog stick. Then press ⊗ button to start the meter, press ⊗ button again for the desired power, then press ⊗ button one more time for accuracy.



Passing Icons

Each of your receivers will have an icon over their head indicating which button you need to press to pass the ball to them.

POWER MOVES

Power Moves add some real arcade action to your football game. There are a certain number of Power Moves which are shared among all of the kids, but some are kid-specific. One kid may have *Oh So Pretty* and another may have *The Vapors*.

There are many ways of earning power for your Power Meter. Doing almost anything good will get you some juice; certain good plays will get you more. A touchdown or a sack are examples of plays that will earn you a little more than normal power.

Be sure to check your Power Meter in the HUD to see how much juice you have. You need at least one third of your meter full to be able to do a Power Move.

Sprinting will also drain your Power Meter so use it sparingly.

Chi Blast
Unleash the Sonic Boom to knock down opposing fielders with a super-powerful shockwave.

Oh So Pretty
No one can resist your charm. Run past them as they wander around aimlessly, smitten by your beauty.

The Vapors
Oh gross! An eruption of stench so foul it will knock opponents down all around you. Use this opportunity to run past them uncontested.

Cooties
Cooties! No one wants to get near you, they will run the opposite direction in disgust.

Invincibility
Unveil an impenetrable shield in front of you and plow through your opponents.

Sky High Power Jump
A rocket blast from below will propel you high into the air to get a pass or interception. Or it will launch you safely over the front line to escape your opponents.

Rocket Launcher (Quarter Back only)
Blast a rocket right past the defenders into the waiting arms of your receiver.

Tackle Breaker
Spiral your way through would-be tackles with this move.

Flying Dive
Spin your way through blockers to get the ball carrier.

Monster Time
Unleash your inner monster to destroy the front line and crush the ball carrier!

POWER MOVES PER PLAYER CHART

Each kid in the Backyard has the Sky High Power Jump, Tackle Breaker and Rocket Launcher Power Move. The rest of the moves are distributed among the players like so:

Player	Chi Blast	Oh So Pretty	Vapors!	Cooties	Invincibility	Flying Dive	Monster Time
Achmed Khan			X		X	X	
Amir Khan	X			X			X
Angela Delvecchio	X	X					X
Annie Frazier	X	X					X
Ashley Webber	X	X				X	
Dante Robinson			X		X	X	
Dmitri Petrovich			X	X		X	
Ernie Steele			X	X		X	
Jocinda Smith		X					X
Kiesha Phillips			X		X	X	
Kimmy Eckman	X	X				X	
Lisa Crockett	X			X		X	

Player	Chi Blast	Oh So Pretty	Vapors!	Cooties	Invincibility	Flying Dive	Monster Time
Luanne Lui	X	X					X
Maria Luna	X	X				X	
Marky Dubois			X	X		X	
Pablo Sanchez			X		X		X
Pete Wheeler			X	X		X	
Reese Worthington			X		X		X
Ricky Johnson			X	X		X	
Sidney Webber	X	X				X	
Tony Delvecchio		X	X			X	
Barry DeJay	X	X					X
Abner Doubleplay			X	X		X	
Super Clone			X	X		X	
Tom Brady	X	X				X	
Mike Vick	X			X		X	
Donovan McNabb	X	X				X	
Matt Hasselbeck	X			X		X	
Daunte Culpepper	X				X		X
Priest Holmes	X				X		X
LaDainian Tomlinson			X		X	X	
Marvin Harrison			X		X	X	
Torry Holt	X			X		X	
Brian Urlacher	X				X		X
Peyton Manning		X				X	
Michael Strahan	X				X		X
Tony Gonzalez	X			X		X	
Ahman Green			X		X	X	

PAUSE MENU

When things get hectic, you can pause the game by pressing the START button. From the Pause menu, you can choose from the following options:

Resume Game: Resume playing the game.

Strategy: Modify your team's offensive, defensive and special teams player positions.

Replay: Replay the last play of the game.

Options: Go to the Options Menu. Some Rules will not be changeable during a game.

Quit to Treehouse: Quit the current game. Note: If you select this option during Season Mode, your progress in the current game will not be counted toward your season totals

THE GOODS

MEET THE PLAYERS

Check out all of the Backyard Kids and pro kids in the league. View each player's background information and skill ratings, or hear them tell stories about their lives.

HIGH SCORES

Check out all of the leading team and player statistics across all profiles.

TROPHY CASE

Select Trophy Case to view all the official BFL trophies and who has earned them.

UNLOCKABLES

Select Unlockables to display the Unlockables screen. This screen shows all of the game extras that you have already unlocked and tells you how to unlock more! Use the left analog stick or the up and down directional buttons to see more goodies.

CREDITS

Select Credits to view a list of the people who helped create this game.

OFFICIAL BFL RULES

The official rules of the Backyard Football League are drawn from the National Football League, but some rules have been slightly modified for BFL play:

Possession

The Home team determines order of possession. The Away team receives the kickoff in the first half, and the Home team receives the kickoff to begin the second half.

The kicking team kicks off from its own 40-yard line on regulation fields. On short fields there is no kickoff so the home team gets first possession on approximately the 20 yard line. Though, on short fields, there are no yard markers. Just like real backyard games!

On regulation fields with regulation field and game rules: The offensive team has four chances or "downs" to advance the ball 10 yards. If the offensive team succeeds, it is given four more downs. If the ball is placed inside the defensive team's 10-yard line, the offensive team is given four downs to score a touchdown.

If the offensive team fails to advance 10 yards after 4 downs, then possession is given to the opposing team at the spot of the ball. However, the offensive team may elect to kick a field goal or punt to the defensive team on the fourth down. If a field goal is missed from outside the defensive team's 20-yard line, the opposing team receives possession at the last spot of the kick. If a field goal is missed from inside the defensive team's 20-yard line, the opposing team receives possession at the 20-yard line.

NEW BACKYARD POSSESSION OPTIONS

In this game we give you the option to choose between:

- Four plays to make 10 yards – Noted above.
- 2 completions make a first down – You have 3 plays to complete 2 forward passes across the line of scrimmage to make a first.
- No first downs – You have 4 plays to score or the ball is turned over to the other team at the last spot of the ball.

Number of Players

Each team consists of seven players.

Time

In time based games, the game is divided into four quarters. The length of the quarters can be adjusted by the player.

The game clock stops only after incomplete passes or changes in possession.

A traditional digital countdown clock keeps time.

In Single Game mode and Season Play mode, you can choose to play with a play clock. The play clock allows each coach only 20 seconds to choose a play from his or her playbook. Otherwise, the computer will select the first play on the displayed playbook page after 20 seconds.

During the Playoffs only, if the score is tied at the end of regulation play, the game will go into Sudden Death Overtime. Possession is given to the Home team first. The game continues until a team scores, winning the game.

Passing

An offensive player can only pass the ball from behind the line of scrimmage. Only one forward pass is permitted per play.

All forward passes that touch the ground are considered dead.

Running/Receiving

Only players with icons above their heads are eligible to receive a pass.

The ball is spotted at the farthest point it was advanced when the ball carrier's knee/back/bottom touched the ground.

A player must have at least one foot in bounds when making a reception. Otherwise the pass is ruled incomplete.

Turnovers

A ball that is dropped by a ball carrier is considered "live" and is ruled a fumble.

A backward pass that touches the ground is considered "live" and is ruled a fumble.

Fumbles may be advanced by the recovering team.

Interceptions change possession of the ball and may be advanced.

Kickoffs and punts that are first touched by any member of the receiving team are considered "live," and can be recovered and advanced by the kicking team. However, any kickoff or punt that is first touched by the kicking team can be recovered by the receiving team, who retain possession even if they fumble the ball on the return.

Note: Kicking is allowed only on regulation size fields.

Penalties

Penalties will neither be allowed nor assessed.

Scoring

Touchdown

One touchdown equals 6 points. A team scores a touchdown by running across the opponent's goal line with the ball or catching the ball inside the opponent's end zone. Ball carriers can also run into or touch an end zone marker for a touchdown or extra point.

Point After Touchdown (PAT)

After scoring a touchdown, the team is given the opportunity to add one or two extra points, or "points after touchdown," from their opponent's 5 yard line. A PAT can be scored by kicking an Extra Point Field Goal for 1 point, or by running/passing the ball into the end zone for a conversion equaling 2 points.

Field Goal

The offensive team can attempt to kick the ball through the goal posts from any point on the field. A successful field goal is worth 3 points. A missed field goal, if it lands in the field of play, can be returned by the defensive team like a punt.

Safety

One safety equals 2 points. Safeties are ruled when an offensive ball carrier is either tackled in his or her own end zone or (the one at their end of the field) or if he or she fumbles the ball out of bounds from his or her own end zone or runs out the back of their end zone. The defense is then awarded a safety, and the offense must kick the ball to the defense.

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